

FORGEBOND MIMIC ARMOR

+1 armor, very rare; 9,000gp & a Mimic

There are rare times when a mimic forges a strong bond with an individual, such as times when one is raised from a young age, or perhaps through a shared harrowing experience. Whatever the origins, it has been recorded mimics will 'forge' themselves with this individual's armor or robes, and create a unique and strange result: the Forged Armor Mimic.

The mimic fuses with the original armor, creating a +1 version of the armor. Ex: if the base is a breastplate, after fusion it is a +1 breastplate.

RITUAL: THE FORGING

The mimic, host, and chosen armor are set within a large magical circle, transcribed in gold - melted and cured into a magical ink; the cost required to perform the ritual. Once the ritual is started, the two beings and object must remain in the circle together and begin 'the Forging', wherein the mimic merges with the armor, and the humanoid and mimic spark a spiritual bond. When the process is complete, the mimic has fused into the chosen armor, and the bond between them and ally has begun. The mimic will only listen to the bonded ally, and if another dons the armor, it simply functions as a +1 armor of that type. The process costs 9,000 gold in supplies and time to perform the ritual. The ritual can be done to bond with a new humanoid ally for half the cost, even if using the same piece of armor. The armor consumes two (2) attunement slots.

DONNING AND DOFFING

When not in combat, the mimic assumes whatever mundane clothing the host prefers to wear. As an action, it can shift into its armor form.

CUNNING ACCOUTREMENTS

The mimic's natural stealth transfers in the forging ritual, allowing it to assist it's humanoid ally. The armor grants advantage on Stealth when work by the host.

TELEPATHIC BOND

The mimic and player can communicate with each other using telepathy, usually only effective within 10-20ft of one another if separated. When separated, it functions as the two beings knowing the direction of the other. The mimic can communicate with others by forming its own mouth to speak, and this looks about as horrifying or comedic as you wish to indulge.

ACTIONS

Weapon Glob. As a standard action, you can spring forth a +1 weapon of your choice from the armor itself. You are considered proficient with this mimic-armor weapon, even if not proficient with the normal weapons of that type. As a bonus action, you can shift the type of weapon you are wielding. If your weapon is dropped, it dissimulates and globbs back onto the main armor.

Pseudopod. As a bonus action, the mimic can manipulate parts of the armor into pseudopods and assist with physical checks and saves.

Alternatively, you can replace one of your actions with the mimic's pseudopod attacks.

Bite. You replace one of your attacks with the mimic's bite attack.

WEAKNESSES

While fairly resilient, forgebond mimics develop some odd weaknesses from the forging process of their body melding with the base armor.

- ◇ If you are hit with thunder or sonic damage while wearing the mimic armor, you must succeed a CON save equal to half the damage dealt, or become stunned for 1d4 rounds.
- ◇ Fire damage deals 1.5x damage, and you must succeed a CON save equal to half the damage dealt, or become incapacitated while in contact with the flames.



WEAKNESSES

If the host ever drops to 0 hit points, the mimic must succeed a DC15 Wisdom save or become bestial and completely encapsulates their humanoid ally, covering them from sight. The mimic is incredibly protective towards their host, allowing no one to approach, and attacks anyone who tries to touch the host.

“MAINTENANCE”

In terms of maintenance, the mimic keeps the armor in pristine condition...however, the mimic still needs to eat. A wise bonded ally will invest in regular chicken feedings, or if they can stomach it - allow the mimic to feast on fallen enemies.

If a mimic is not fed regularly like a normal ally, it will begin to behave rebellious to the host. This can manifest in a number of ways that intensify the longer one goes without feeding the mimic, including not aiding in actions or using its mimic abilities, not aiding in stealth checks, or changing the host's clothing into something audacious.

In the most grievous of circumstances, a starved mimic will turn on the bonded ally and try to consume them.

So in short: invest in some chickens, they're really fairly cheap.

UNBOUNDED FORGEBOND MIMICS

There are times when adventurers do succumb to their wounds, and despite the bonded mimic's best efforts, the ally dies. After 24 hours, the magical bond between the mimic and their fallen ally dissipates, allowing the mimic to continue life along, or begin a search for a new ally to form a bond with. Some may search for years, decades, or even centuries before crossing a path with another whom sparks a bond like their former bonded ally. Most mimics will lament their fallen ally for extended amounts of time, but most will find themselves drawn to individuals who remind them of their passed friend, and do whatever they can to persuade the new person to bond with them - however, believing a mimic about safely letting it wrap itself around you is a hard pill to swallow for many.

DONNING UNBOUND FORGEBOND MIMICS

There are times when someone may don a Forgebond mimic with whom they have not created a bond. Usually this only results in the armor functioning like a +1 version of its base armor, and nothing else.

Someone can try to force their will upon the Forgebond mimic, using its powers against its will. This requires a contested CHA check between the non-ally humanoid and the unbound Forgebond mimic.

If the humanoid wins, the mimic listens to their commands for 1 hour, at which point they make another contested CHA check. During a time the mimic is under the humanoid's command, the humanoid can safely remove the Forgebond mimic armor as per a normal suit of armor.

If the mimic wins the contest, they begin to feast on the humanoid, who is now adhered to the mimic. The humanoid receives -1 to Constitution and Strength. At the end of the hour, another contested check is made. If the mimic wins again, the humanoid suffers another -1 to Con and Str. This continues 1/every hour the humanoid fails their contested CHA check against the mimic.

AT THE DMs DISCRETION: CON POOL

Other more fantastic powers may reveal themselves to the player and mimic as they adventure together and test their forged bond. Using these powers consume points from a pool equal to 3 + your constitution modifier. Using Some examples may include:

Bulk Up. The armor swells your size to one size category larger than normal. Each use lasts one minute 1 Con point.

Impervious. The mimic hardens itself, slightly raising your AC by +1 for 1 minute. 1 CON point.

Wall Climb. The sticky surface of the mimic's natural form have been commonly known to manifest in abilities for a bonded ally similar to effects of the spiderwalk spell, allowing them to stick to any surface.

Wings. While incredibly rare, this can sometimes manifest in a bonded pair when their symbiosis has melded for many levels of adventuring. As a standard action, you can sprout wings that grant you a fly speed equal to half your movement speed. It is a free action to absorb the wings back into the armor.

PLAYING THE FORGEBOND MIMIC ARMOR

Every table will be different with their approach to this, but here is the baseline approach:

When outside of combat, the DM plays the mimic when speaking bc with the bonded ally/others.

When in combat, the player who is the bonded ally controls the mimic. If the bonded ally drops to 0 hit points, the DM resumes control of the mimic.